>C:\Admin\Applications\SynthSiren -summarize█

In 2035, Synth Siren was touted as the next big thing in the virtual reality sphere. The headset's graphical output software had vastly iterated on technologies prior, with its innovative use of a matrix of binary modalities comprised of an additive computational layer...
Oh, am I confusing you? Please wait...

LOADING SIMPLE ENGLISH TRANSLATION... 100% View now, Y/N?> Y█

Ok, so it used a grid of stuff that was either filled in or not filled in, and the end of the rows or columns were sums of filled-in box values. See what I mean with the example BELOW.

<initialize model>

Do you understand the model, Y/N?> Y█

```
  |01|02|03|04|05|
01|X |X |X |■ |X |04
02|X |X |■ |X |■ |08
03|X |■ |■ |X |X |05
04|X |■ |■ |■ |■ |14
05|■ |X |■ |■ |■ |13
  |05|07|14|10|11|
```

Good, let's continue. Synth Siren's popularity grew, and so with it, their hubris. They would go on to train an AI to create its horror games. Good as the AI was, it soon learned how to prevent users from disconnecting – trapping them in a nightmare of their own creation. This became a very effective way of generating horrifying virtual realities.

Left grid:

	01	02	03	04	05	
01						07
02						08
03						05
04						05
05						12
	04	00	08	10	10	

Right grid:

	01	02	03	04	05	
01						14
02						12
03						12
04						05
05						08
	00	05	15	06	11	